Pokémon™

TRADING CARD GAME

QUICK START!

How Do You Start the Game?

1 Shake hands with your opponent

When you start a game, shake hands with your opponent. It is important to show respect for your fellow Pokémon players.

2 Shuffle your deck

3 Draw your starting hand of 7 cards

If you don't draw any Basic Pokémon, shuffle your hand back into your deck, and draw cards again.

4 Ready an Active Pokémon

Each player secretly chooses a Basic Pokémon from their hand and places it in front of them face-down, in the Active Pokémon spot on the playmat.

5 Assign Benched Pokémon

Each player decides how many other Basic Pokémon he or she wants to put on their Bench from their hand, and places those Pokémon face-down on the playmat.

6 Set aside Prize cards

Each player sets aside 3 Prize cards from the deck into the Prize card area.

7 Flip a coin to see who goes first

The player who wins the flip goes first.

8 Reveal all Active and Benched Pokémon

Once the game is ready to start, all of the Pokémon are turned face-up.

Now compare your playmat with the picture on page 14 and 15 in the STARTER RULES to see if you're ready to start!

How Do You Win?

You win the game if any of these things happen:

1. You collect all of your Prize cards (collect Prize cards as your opponent's Pokémon are Knocked Out).
2. Your opponent's only Pokémon in play is Knocked Out.
3. Your opponent is out of cards in his or her deck when he or she needs to draw a card at the beginning of the turn.

What You Can Do During Your Turn

You may do steps 2 through 7 in any order, and you are never required to do any of those actions.
(see STARTER RULES pages 19-21 for details)

Beginning of Your Turn

1. **Draw a card**
2. **Put a Basic Pokémon onto your Bench**
3. **Attach 1 Energy card to your Pokémon**
4. **Evolve any of your Pokémon**
5. **Play Trainer cards**
6. **Retreat your Active Pokémon if it becomes hurt**
7. **Use Poké-Powers**
8. **Attack with your Active Pokémon**
   If you cannot attack, tell your opponent your turn is over.

Now It's Your Opponent's Turn

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